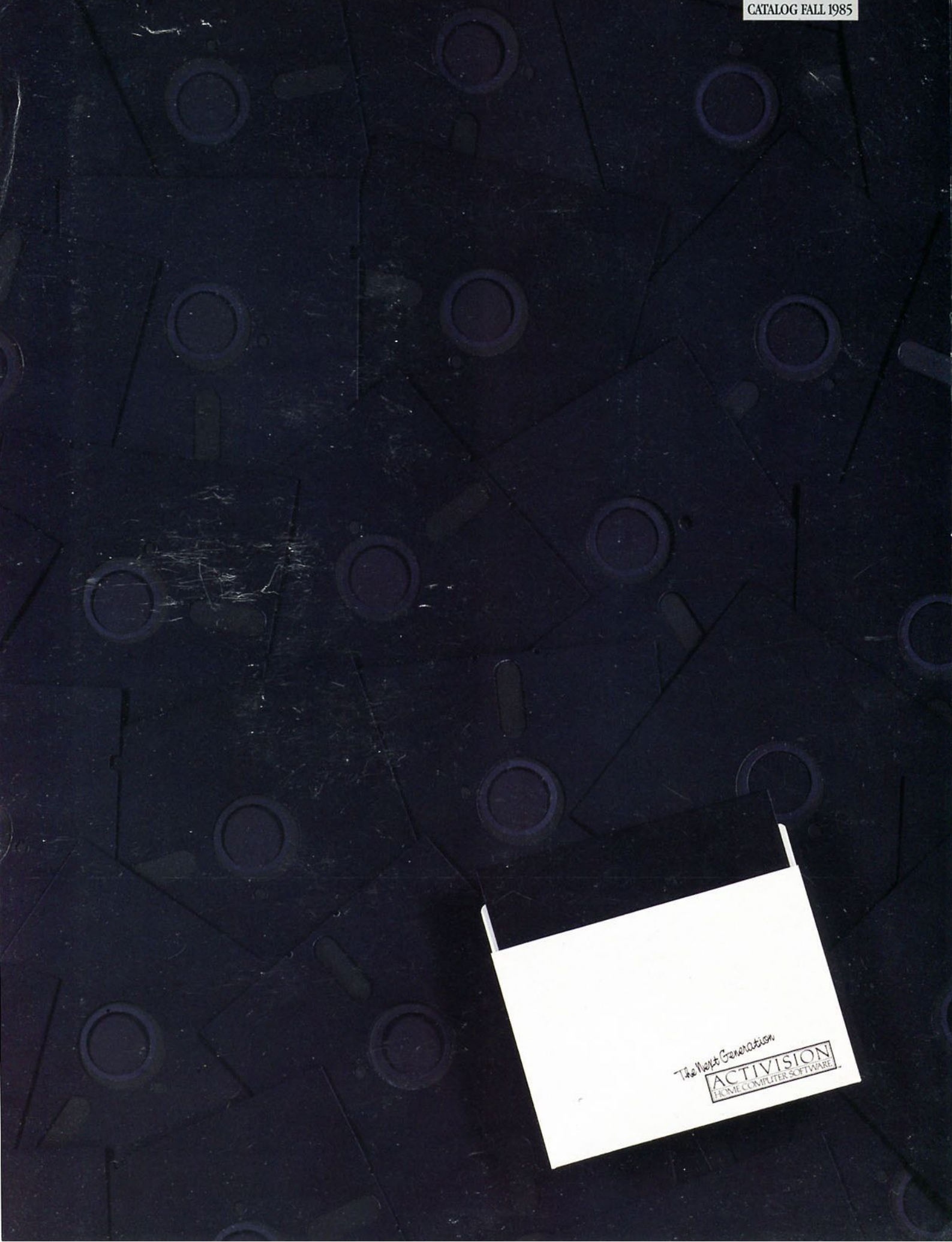
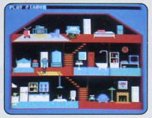
CATALOG FALL 1985



From
Time-Tested
Classics To
Tomorrow's Breakthroughs,
Nobody Offers All
The Choices, Challenges
And Creativity of
Activision
Home Computer Software.



"THERE'S SOMEONE LIVING INSIDE MY COMPUTER"

Fact is, there's someone living inside every computer. An amazing, interesting, wonderful human being (sort of) who you never knew about.

After years of study, technical wizardry and pure patience, David Crane has managed to lure them out. We don't know their names or much else about them right now, but we do know that they're real and that computer owners of all ages will love having them around.

Living inside the house David has built, these tiny creatures lounge about, do chores, answer the phone, watch T.V., play the stereo, dance and, best of all, provide lots of entertainment to their owners!

- A three-story, furnished house is provided for your new friend, allowing you to share day-to-day life with its unpredictable resident.
- The keyboard allows you to communicate in English with your new on-screen companion. But he doesn't always do what he is told!
- Each character is unique. Each has a "personality" and even looks a bit different.
- It's a fascinating new world that we're just discovering. Much more will be learned as we explore these fascinating creatures.

Designed by David Crane from an original concept by Rich Gold.

HACKER™

It is every hacker's dream: tapping into a vast computer system that's plugged into a world of spies, secrets and international intrigue. And now Steve Cartwright, one of the decade's own computer whiz kids, has brought that dream to life.

It's been a long night with your computer. You don't want to know what time it is. But, before you sign off, you type in some punch-drunk gibberish. As you reach for the power switch, you can't help but notice the official look of the admittance requirements on the screen. Say what?! "Admittance?" What is this? What have you hacked into here?!

Still want to go to sleep? Not likely. Sit down. You're about to break into something global. As you skirt danger and decipher mystery, one question resounds in your head: "Who *are* these guys?!"

Designed by Steve Cartwright

FAST TRACKS:

The Computer Slot Car Construction Kit™

Slot car racing — the craze that never got old — has just been updated.

Presenting high-tech slots. These tracks never malfunction, always fit perfectly and the supply is unlimited. So get carried away. Add overpasses, figure-eights, hairpin turns, intersections, dips, alternating curves. Construct the most outrageous and convoluted course, but remember that's just **half** the challenge — you'll have to **race** on it next!

- Easy-to-use assembly grid.
- Twenty-one track components to choose from.
- VIEW option offers an instant overview of the track-in-progress.
- Easy to use, with joystick control of assembly, speed and steering.

Designed by Mark Turmell

FAST TRACKS: THE SLOT CAR CONSTRUCTION KIT™

GHOSTBUSTERS™

What do you get when you mix a blockbuster movie with award-winning designer David Crane?

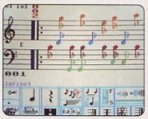
Ghostbusters — our runaway bestseller! Already an all-time computer classic. You start a Ghostbuster franchise, purchase ghost-catching equipment, map out ghost haunts and take off on an exciting and humorous adventure to capture ghosts, reach the temple of Zuul and save your city!

- Critically acclaimed by the trade, press and consumers as the computer hit of the year.
- Unique voice synthesis allows the game to actually "talk" to players.
- Over ten different scenes, and each one requires different strategic and gameplaying abilities.
- Street maps, Temple of Zuul, the Marshmallow Man and much, much more!

Michael Schneider, President/Publisher of Ahoy Magazine, says "I Never so thoroughly enjoyed playing or even watching a game as entertaining as Ghostbusters."

Over 300,000 sold!

Designed by David Crane



THE MUSIC STUDIO™

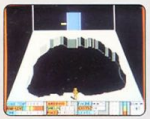
Not just another music construction set!! **The Music Studio** gives you complete command of the music and sound capabilities of your computer. An orchestra of instruments is at your call as you compose, edit and arrange with just a joystick or touchpad! Use the keyboard to add lyrics. You can even synthesize your own instruments or sound effects on the "Sound Engineering Board." **The Music Studio** includes:

- A special mode to help the novice musician learn about music by 'doodling' easy compositions.
- All the musical notation, instrumental control and sound engineering capabilities necessary to create complex musical scores.
- A printer option that prints music in standard sheet music form.

"Best of the bunch (of music programs)." — Computer Entertainment Magazine

For the experienced pro or the musical beginner. **The Music Studio** is like having your own composer, arranger, orchestra and studio — all on one diskette.

Designed by Audio Light for Activision



COUNTDOWN TO SHUTDOWN™

An underground energy plant the size of a small city powers all of North America. But, somewhere deep within its labyrinth, there's been a malfunction. A tiny glitch that threatens a transcontinental blackout.

Your mission is to assemble a group of skilled robot commandos, investigate the problem and have it repaired before the shutdown activator counts down to zero.

- The challenge and strategy never seem to end in the 2000-room plant.
- Battle through eight levels of automated security defenses.
- Android personalities can be matched with particular situations. Assign tasks, formulate strategies, utilize complex tools.

Designed by Creative Sparks for Activision

MASTER OF THE LAMPS™

When two of America's top software designers spend two years perfecting a single computer game, you know it's going to be incredible.

A spectacular journey through space and time. The king is gone, and you must help the young prince prove his mental and physical worth. Rediscover the magic lamps and return the mischievous genies to their rightful place and the prince to the throne!

- A magic carpet of music, memory and color.
- Seven fascinating musical themes.
- Fabulous three-dimensional roller coaster, magic carpet rides.
- Twenty-one levels of intense challenge.

"A spectacular combination of sight and sound . . . you'll love this game." — Computer Entertainment Magazine

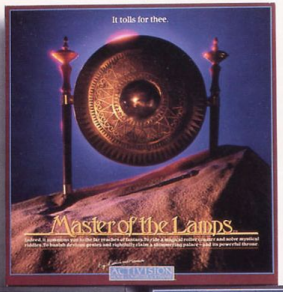
Designed by Russell Lieblich and Peter Kaminski

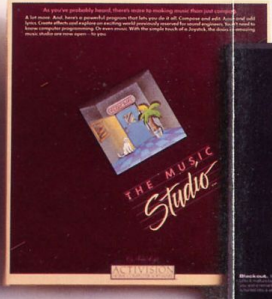
THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE™

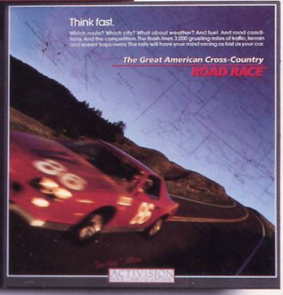
Buckle your seat belts, because here's the race you've been waiting for. A high-speed, coast-to-coast rally across 3,000 gruelling miles of weather, traffic and changing terrain.

- Select your own route! The race opens with a map of the U.S.A. and an electronic bulletin board indicating traffic and road conditions.
- Monitor traffic, speed, fuel, RPMs, destination times and even your police radar detector.
- True-to-life driving conditions require gear shifting, fuel stops, engine maintenance and more, making this the unparalleled showpiece of computer racing.
- Player excitement and competition heightened by top ten finisher board.

Designed by Alex DeMeo







TITLE AVA
Effective Ju

Title / System	Commo 64™/12
HACKER™	Fall
GARRY KITCHEN'S GAMEMAKER: THE COMPUTER GAME DESIGN KIT™	Fall/Wi
FAST TRACKS: THE SLOT CAR CONSTRUCTION KIT™	Fall/Wi
"THERE'S SOMEONE LIVING IN MY COMPUTER"	Fall/Wi
ALTER EGO™	Fall/Wi
Alcazar: The Forgotten Fortress™	X
The Great American Cross-Country Road Race™	X
Ghostbusters™	X
Mindshadow™	X
The Tracer Sanction™	X
The Music Studio™	X
Countdown to Shutdown™	June
The Designer's Pencil™	X
Master of the Lamps™	X
Web Dimension™	X
Rock N' Bolt™	X
Space Shuttle: A Journey Into Space™	X
The Complete Computer Fireworks Celebration Kit™	X

ILABILITY
une 1, 1985

dore 8™	Apple II Computers	Atari HC	IBM PC/PCjr	Tandy 1000
	Fall	Fall	—	—
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	Summer	—	—	—
	X	X	X	—
	Summer	Summer	—	—
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	X	X	—	—
	—	—	—	—

X means Now Available

THE COMPLETE COMPUTER FIREWORKS CELEBRATION KIT™

C'mon. We all like to show off once in awhile. That's why we've created **THE COMPLETE COMPUTER FIREWORKS CELEBRATION KIT.** For the show-off in **you.**

Now you can create spectacular fireworks displays quickly and easily. Add music and a special message and you've got a most unique greeting 'card'... or some **great** surprise screens to add onto your next home video tape. Imagine the possibilities!

Here's what the **Celebration Kit** contains:

- A program disk with menus that are clear and easy to use.
- A full library of preprogrammed, special event songs.
- The ability to use any song created on Activision's **The Music Studio™** with the fireworks displays.
- A library of preprogrammed fireworks display greetings for occasions such as birthdays, Christmas, Mother's Day, etc.
- A blank disk for copying an electronic greeting to be sent to a friend **and** a customized mailer to send it in.

Whether you're a novice or an accomplished programmer, **The Complete Computer Fireworks Celebration Kit** can turn your creations into show-stopping events.

Designed by John Van Ryzin

MINDSHADOW™ AND THE TRACER SANCTION™

TWO SPECTACULAR, ILLUSTRATED TEXT ADVENTURES

Imagine illustrated adventure stories — with **you** as the main character. And waiting for you in each is a tapestry of twists, turns and mysteries.

In **Mindshadow,** you awaken on a deserted beach with no memory and an uncertain future as you attempt to discover your lost identity. In **The Tracer Sanction,** you're on a dangerous mission to track down an interstellar criminal.

- A greatly expanded vocabulary allows you to 'talk' to the computer in plain English.
- Over 80 screens offer high-resolution graphics with special animation.
- A clever help character assists and entertains.

Phil Wiswell, syndicated columnist, calls **Mindshadow** "frightening, frustrating and completely absorbing... brilliant."

Living computer novels — opening a new chapter in home computer software.

Designed by Interplay Productions for Activision

THE DESIGNER'S PENCIL™

A landmark work which gives even the novice computer owner command of the graphics and sound potential of his computer without having to learn complex programming languages. Thousands of creations are possible with just the simple touch of a joystick or keyboard. Express yourself artistically and musically. Draw, compose and color.

- Introduces Prog;™ a new programming technique as easy to learn as English.
- Dozens of simple, yet powerful commands unleash your creativity.
- Easy to read and use menu screen.
- Sample programs are included to demonstrate the power of **The Designer's Pencil.**

"Not just another graphics package... a truly innovative piece of software" — Games Magazine.

Designed by Garry Kitchen

SPACE SHUTTLE: A JOURNEY INTO SPACE™

Experience the challenge and exhiliration of a real shuttle mission. You are seated behind the control panel, calculating decisions for take-off, satellite rendezvous and return landing. An incredibly realistic simulation.

- Arkie Award winner 1985 "Game of the Year" — One of the best-selling flight simulations on the market.
- Meticulously designed after consultation with NASA.
- Major events include launch, orbit stabilization, satellite docking, de-orbit burn, re-entry, final approach and landing.

Robert Bowden, syndicated columnist, says "I strongly prefer it to the equally complicated Flight Simulator II."

Designed by Steve Kitchen

ROCK N' BOLT™

There's a skyscraper to be built and they've just handed *you* a set of mind-boggling blueprints, tons of bolts and beams... and a hard hat. Think you can handle it?

Your challenge is to build a 100-story high-rise by bolting in place thousands of moving beams to match a precise blueprint.

- Animated construction worker spins and leaps between girders.
- Color and sound signals indicate bonus wages, bonus workers, incorrect bolt placement, time clock problems and more.
- Three separate skill levels and popular two-player mode allow for keen competition.
- One hundred different floors mean an almost endless challenge for all players.

"An excellent game with good action and music." — Micro Today Magazine.

Designed by Action Graphics for Activision

ALCAZAR: THE FORGOTTEN FORTRESS™

Enter Alcazar. The crown jewel of castles in a mysterious moorish landscape. To reach this coveted fortress, you must venture through a broad countryside of ancient castles. But beware, each is filled to the brim with fantasy, magic and danger.

- Fire-breathing griffins, saber-swinging guards and bottomless pits are only a sample of what awaits you.
- This innovative challenge demands skilled ears as well as eyes, a great sense of direction, a sound memory and the ability to plan ahead.
- Over 750 different rooms in 23 castles make this adventure truly exceptional.

Designed by Tom Loughry

WEB DIMENSION™

A musical fantasy of light, color and sound.

The journey begins as an evolutionary web forms before your eyes. Atoms, amoebas and other marvelous creatures emerge in turns along the webbed strands as you weave your way through time and space.

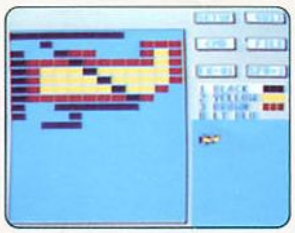
- A stunning array of music and visuals rewards your completion of each "level" of evolution.
- Eleven outrageous musical compositions compel you throughout.
- A totally new approach to home computer software. There is no time limit. There is no scoring. There are no "lives" to lose. And there are very few rules.

"This is a very strange game." — The Vid Kid, Rawson Stoval

Designed by Russell Lieblich

UNEXPECTED.
At every corner. With every step. You strain your eyes and your ears. Through endless castles and countless chambers. Where is the jeweled throne? You search. But only find – what you least expect.
ALCAZAR
THE FORGOTTEN FORTRESS
ACTIVISION

Rock n' Bolt
You presented your bid. Dazzled the board. And clinched the big contract.
Now comes panic time.
It's an amazing 100-story puzzle of blueprints, bolts and beams. It'll take all the high-energy and high-steppin' you've got to make it to the top.
ACTIVISION



ALTER EGO™

Have you ever wanted to live a "different life?" To construct a new life or tinker with other personalities? Further still, have you ever speculated "what would have been" had you responded differently in a given life situation? And, wouldn't it be fun if you could go back and 'rewrite' a few scenes?

Alter Ego is the groundbreaking, incredibly entertaining and enlightening game where you get to role play any personality. From birth to old age you encounter hundreds of different situations. You can participate by responding as yourself or by assuming another personality.

- Three-disk format allows for tremendous detail and variation, with thousands of possible situations and outcomes based on true experiences.
- Many major life phases are encountered including infancy, development of social relationships in childhood, adolescence, romance, marriage, child rearing, middle age, old age and more.
- Contagious, fascinating and great fun! The player is drawn into the ever-expanding web of the personality he or she has created.

Alter Ego—a potential 'must have' in every dorm room in the country and beside every copy of Trivial Pursuit,® Monopoly® and the Ouija Board.®

Designed by Dr. Peter Favaro

GARRY KITCHEN'S GAMEMAKER:
The Computer Game Design Kit™

Have you ever strolled through the game section of a software store and felt that **your** game ideas would be better than the ones on the shelf—if only you knew how to program them?

We'd like to give you that know-how in the form of an easy-to-use programming tool that unlocks the secrets of a world-famous game designer and puts them at your fingertips. **Garry Kitchen's Gamemaker** allows pros and novices alike to create almost any game imaginable—without having to know complex computer languages. For experienced programmers, Gamemaker offers a powerful shortcut to game design; for novices, it opens up a whole new world.

- Sample programs get users started quickly and also demonstrate program commands.
- Easy-to-use menus and instructions dramatically simplify the game design process.

There's no opportunity quite like this one to put your ideas on-screen and watch them grow.

Designed by Garry Kitchen

And...
Coming Soon From The People
Who Brought You Mindshadow™!

ALTER EGO™

GARRY KITCHEN'S
GAMEMAKER: THE COMPUTER GAME DESIGN KIT™

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